

- e) Processing said merged data to produce output data, wherein said output data are functions of a simulation and in a format compatible with said at least one Client ~~Browser~~ display instructions;
- f) Transmitting said output data to said at least one Client.

2. (currently amended) The ~~computer-network method~~ of Claim 1 wherein only steps c-f may be repeated for each new simulation of the same form and wherein only steps b-f may be repeated for each simulation of a new form.

3. (currently amended) The ~~computer-network method~~ of Claim 2 wherein at least some of said output data is automatically rendered by Client ~~Browsers~~ methods for graphical display.

4. (currently amended) The ~~computer-network method~~ of Claim 1 wherein said Unique Identifier is used to keep the data of each user separate from all other users, with high probability (>99%).

5. (currently amended) The ~~computer-network method~~ of Claim 4 wherein said user data is stored in temporary files with a limited lifetime.

6. (currently amended) The ~~computer-network method~~ of Claim 1 wherein the Unique Identifier is made verifiable by means of an internal checksum.

7. (currently amended) The ~~computer-network method~~ of Claim 6 1, and a database of Unique IDs, simulation counts and timestamps, indexed by at least said Unique ID and stored in at least one Server and further comprising the following additional steps before processing of said merged data:

- a) Lookup the Unique Identifier in the database and retrieve the retrieving a database record indexed by the Unique Identifier, said database record containing at least an associated simulation count usage and timestamp;

- b) If no record found, create creating a new database record when no existing record is found, said new database record associated with indexed by the Unique Identifier and having the and containing at least a simulation count usage initialized to zero (0) and the a timestamp initialized to the current time;
- c) deleting said retrieved record and backing up at least one step, if said timestamp has become older than a certain threshold; ~~delete said simulation record and return to step a)~~
- d) skipping at least the processing of said merged data. Using said Identifier, if said simulation count and timestamp, determine if the number of simulations simulation usage per unit time has exceeded some threshold; Simulate only if said threshold has not been exceeded.
- e) Increment updating the number of simulations performed said simulation usage in said database record and save saving the updated record of at least Unique Identifier, updated of simulation count usage and timestamp in said database.

8. (currently amended) The ~~computer-network method~~ of Claim 7, wherein the simulation count usage is used to lower the process priority of the simulation.

9. (currently amended) The ~~computer-network method~~ of Claim 1, wherein additional steps related to circuit synthesis are inserted just before step b), such steps comprising:

- aa) ~~Transmitting~~ transmitting Circuit Synthesis Form ~~Structure~~ Creation Data to said Client;
- bb) ~~Accepting~~ accepting Circuit Synthesis Form Data from said Client;
- cc) ~~Synthesizing~~ synthesizing a circuit according to said Circuit Synthesis Form Data, where said synthesized circuit and other temporary files are optionally kept on the Server and indexed by means of the Unique Identifier for eventual use in step 1e);

- dd) Creating creating Form Structure Data for use in step 1b), said Form Structure Data containing circuit topology data.

10. (currently amended) An interactive network simulation method, for use with at least one Client communicating with at least one Server over a Network by means of a Stateless Communications Protocol, said method comprising:

- a) Creating creating and transmitting a Unique Identifier from a Server to a Client;
- b) Transmitting transmitting Form Structure Creation Data from a Server to said Client;
- (new) Transmitting transmitting Schematic data from a Server to said Client;
- (new) displaying a Form as described by said Form Creation Data and rendering an associated Schematic as described by said Schematic Data by display methods of said Client.

e) Accepting User Form Data into a Server from said Client;

f) Merging merging of User Form Data from said Client with other data, including simulation template data;

g) Processing processing by a Server of said merged data to produce at least graphical output data, wherein said graphical output data are functions of a simulation and in a format compatible with said Client Browser Client's display instructions;

h) Transmitting transmitting at least said graphical output data to said Client.

11. (currently amended) The computer-network method of Claim 1, wherein said assigned Unique Identifier is associated with superior or inferior privileges, said privileges comprising at least one of: a) access to models and circuits, b) simulation priority and/or maximum simulation time, c) quality/accuracy of simulation methods employed, d) the maximum size and/or persistence of design and/or simulation data.

12. (currently amended) The computer-network method of Claim 14, wherein said assigned Unique Identifier ~~may be~~ is saved ~~in the~~ on the Client ~~Client's browser~~ (e.g.,

- a "Cookie") to permit a simulation or synthesis session to be suspended and resumed at a later time without requiring the user to re-qualify for access.

13. (currently amended) The ~~computer-network method~~ of Claim 1, wherein some portion of the said User Form Data is logged together with at least said Unique Identifier for marketing, sales or debugging purposes. Suitable storage mechanisms for said logged data include, but are not limited to: a) HTTP log file (if HTTP GET mechanism used to initiate simulation), b) file of a type and format determined by the simulation software or c) database record.

14. (currently amended) The ~~computer-network method~~ of Claim 1, wherein said Unique Identifier is created and transmitted contingent upon the user qualifying for access by successfully conveying appropriate qualification data from the Client to the Server.

15. (currently amended) A server simulation method, for use with at least one Client communicating with at least one Server over a Network by means of a Stateless Communications Protocol, network of computers comprising at least one Client, said at least one Client including memory means containing instructions for a Browser, and at least one Server communicatively coupleable to said at least one Client, said at least one Server including memory means containing instructions for implementing a simulation method, said simulation method comprising the steps of:

- a) creating and transmitting a Unique Identifier to said at least one Client,
- b) transmitting Form Structure Data to said at least one Client,
- c) accepting User Form Data and said Unique Identifier from said at least one Client,
- d) merging said User Form Data from said at least one Client with other data, including template data,
- e) processing said merged data to produce output data, wherein said output data are functions of a simulation and in a format compatible with said at least one Client Browser instructions,